

Boray Tuna Gören

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EDUCATION

St. Bonaventure University, St. Bonaventure, NY

May 2026

Bachelor of Science, Major in Computer Science, Minor in Cybersecurity

GPA: 3.86 / 4.0

RELEVANT EXPERIENCE

St. Bonaventure University, Tutor

September 2024 – May 2026

- Tutor undergraduate students in foundational computer science concepts, including computational thinking, Object-Oriented Programming.
- Provide one-on-one tutoring for Algorithms & Data Structures, improving student comprehension and problem-solving skills.

no-pact, Video Game Developer Intern

June - August 2024

- Prototyped a mobile video game concept using the benefits of OOP.
- Optimized performance improvement using high-level Unity Editor tools, which reduced load time by 20%.
- Collaborated with game developers and designers and improved software architecture, code design, and level design skills to create a mobile video game.

Video Game Design Club, Lead Programmer

February 2024 – May 2025

- Lead the design and implementation of core gameplay mechanics, including player movement and enemy AI.
 - Ensure code modularity, reusability, and efficient problem-solving through object-oriented design and debugging.
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PROJECTS

Street Memory and Visualization System – *Capstone Research, HCI, Graph Theory*

September 2025 – May 2026

- Conducted a human-centered research study, including a literature review, user interviews, and prototype testing, to investigate how pedestrian navigation systems can better support urban exploration.
- Designed a graph-based conceptual framework that tracks previously explored streets and visualizes pedestrian movement history to encourage route diversity and long-term engagement.

Attendance Verification System – *Python, JavaScript, HTML, CSS, Flask*

November 2024 – May 2025

- Designed and developed a mobile web interface to collect and transmit student data for attendance to campus events to a backend server.
- Implemented efficient frontend-backend communication, ensuring secure and accurate student data handling.
- Collaborated on backend logic to support real-time data verification, storage, and retrieval.
- Led the team as rotating project manager, conducting weekly reviews, identifying bugs and missing features, and delegating tasks to ensure steady progress and alignment with project goals.

Attack Of Zombies – *C#, Unity*

June – August 2024

- Designed and implemented AI mechanics for a Unity-based zombie game with dynamic difficulty adjustment for diverse gameplay experiences.
 - Developed complex game systems such as a collectible management system, an interactive UI for gameplay feedback, and audio management to enhance player immersion and engagement.
 - Improved game efficiency and structure by optimizing scripts for better performance and implementing a robust game manager to handle game flow and state transitions.
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HONORS & CAMPUS INVOLVEMENT

Honors

- Men's Swimming Grant-In-Aid Scholarship recipient
- Dean's List

Fall 2022 – Spring 2026

Video Game Design Club

- Founder and president of the college's first-time Video Game Design Club.
 - Deliver educational presentations on game development fundamentals, covering topics like game design, programming, and project planning.
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TECHNICAL SKILLS

Programming Languages: Java, C#, Python, SQL, JavaScript, CSS, HTML

Software Engineering: Flask, SQLite, Version Control (Git), Figma, Mobile Web Development, Backend Development

Game Development: Unity, Gameplay Programming, AI Development, Level Design, and Scripting